

『NAME: 』 『ROLE: 』

[[{"id": "Debt:", "x": 0, "y": 0}, {"id": "FACTION:", "x": 1, "y": 0}]]

| | | F | E | P | | avg | com | pro | mas |
|-----|-------|-----------------------|-----------------------|-----------------------|------------|-----------------------|-----------------------|-----------------------|-----------------------|
| 1]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Move]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 2]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Conceal]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 3]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Compel]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 4]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Hack]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 5]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Fight]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 6]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Observe]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 7]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Operate]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| 8]] | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | Treat]] | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

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